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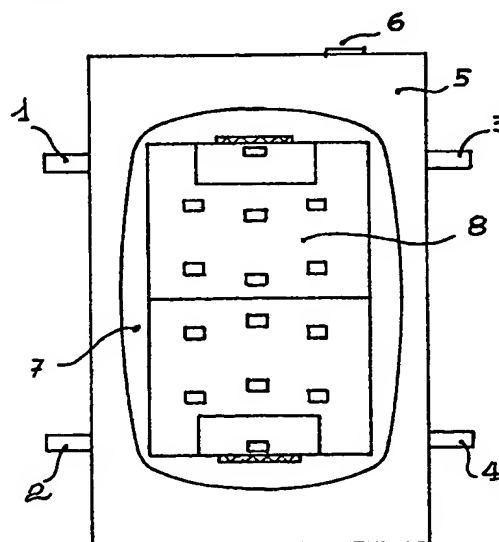
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 Videoelectronic game between two players simulating a football match between two teams.

 A video-electronic game for two players simulating a football match between two teams. The movement of each team is controlled by two handles (1, 2, 3, 4) each of which acts on an arrangement of four microswitches corresponding to the longitudinal and transverse directions on the screen (7). Diagonal movement of a team is achieved by the simultaneous activation of two adjacent microswitches.



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"Videoelectronic game between two players simulating a football match between two teams":

The invention employs a videoelectronic game which can be carried out by two players and simulating a football match between two teams.

A particularity of the invention consists in the employ of mechanical controls operating on an electronic device enabling a manual manoeuvrability at competitive level and the apparition on the cinescope of images concerning the match phases determined only by the skill of the players. These ones contend the ball by means of reflex promptness and by differently using the game combinations allowed by the electronic means, with a view to marking a goal which can be noticed as soon as the relevant image is perceived on the screen.

At present, games with mechanical control and impulse are used, and others with electronic control and impulse: only the ones of mechanical type allow the reference to the football game in as much they permit phases of game resulting from players' competitiveness. A play ground is employed contained in a box assembly holding two parallel sets of cylindrical rods in circular eyelets on the sides, with alternate disposition, each bringing integral one part of the ball movement bodies.

Since each set holds the movement bodies of one team and can be controlled by means of knobs integral with the said rods projecting from the sides, the gamers contend the ball standing at the two sides of the device and gives different impulses by the knobs to the motion bodies. A competitiveness is resulting which satisfies the players' agonism, but the game causes several inconvenience.

In particular: the considerable noise caused by the mechanical assembly, the frequent rebounding of the small ball out from the box and the necessity of being obliged to put another ball after a goal marking, since the previous one has fallen into the loader. The invented device allows to carry out games with perception of ball matches between two teams in which the high stimulus generated by the agonistic factor and permitted by the mechanical control, is integrated by the silent features, automatism and visibility offered by the videoelectronic device. Its activation, if required with a jetton contrivance, determines the apparition on the cinescope of the image concerning the game panel and in succession the ones of the dynamic components entering the playground and reaching the starting points.

In a version, an image concerning the referee with the ball could be seen and successively the ones of the two team components. The game phases are composed by the two gamers with mechanical control who have the sensation of personally contending the ball. In a preferred version, the team can be controlled by means of a knob pair fitted on one side. The knob moves, in a coaxial seat, a small cylinder which orthogonally bears an integral pin passing into the opening of the said seat and acting as a movement limiting eyelet. The impulse transmission of the control to the electric

cal installation is allowed by an inserted part integral with  
60 the pin, which alternatively operates on a system of four mi  
croswitches. fitted around the upper edge of the opening and  
connected to the installation. The mechanical control permi  
ts to this inserted part eight direction variables, four of  
which for either longitudinal or transversal displacements a  
65 ctivate only one microswitch and preset the image con  
cerning the ball to move according one of the directions orthogonale  
to the game plane, and other four for turning displacements  
bring to activate two adjoining micros and preset the image  
to move according directions and angles intermediates to the  
70 previous ones. The motion control is by pushbutton fitted on  
the knob for the phase syincronism. By acting on the pushbut  
ton, its underlying reversed truncated-cone shaped part is  
lowered and by slanting walls in adherence lets the small cy  
linder to advance on a microswitch in axial position which c  
75 loses the relevant circuit and, by retention, brings again  
the small cylinder in position.

A not limiting version is illustrated by the drawings of Ta-  
bles 1,2 and 3. Fig.1 is the view from above of the control  
80 device showing the five micros and the drawing pushbutton.  
Fig.2 is the longitudinal section of the same pushbutton  
and the drawing device with the one for throwing presetti-  
ng both employing the small cylinder with axial elongation.  
Fig.3 is the wiring diagram of the electrical equipment con  
85 necting the microswitches of the 4 presetting controls for  
drawing. Fig. 4 is the prospectic view showing one pair of  
rod for player placing employing a pair of columns for sup  
porting the device in overhanging position. Fig.5 and Fig.6  
illùstrate the said device in respectively front views suppo  
90 rted on the above columns according to two different heights  
by means of different bores in correspondence to fixing pins.

Fig. 7 is view of the device plane to show the video panel an  
d the relevant image of the playground for a football match.  
In particular, Fig. 8 is initially the view of a team compo-  
95 nent standing still with stopped ball and then in the goal  
direction after the ball kicking. Fig. 8 is initially the vi  
ew of a team component in possession of the ball moving to  
the right and then of the ball direction after it has been  
thrown. Fig. 10 is beginning the view of a team component pos  
100 sssing the ball moving slanting forward, and then the direc-  
tion of the ball after throwing it.

Fig. 11 is at first the view of a component with the ball mo-  
ving slanting backwards and then the ball direction after th  
105 e kick. Fig. 12 is the starting view of the component with  
the ball moving slanting forward and afterwards the ball di-  
rection after kicking it. Fig. 13 is firstly the view of a  
component with the ball with horizontal backward motion and  
then the ball direction after throwing. The version forese-  
110 es the pair of knobs 1, 2 and 3, 4, with table 5 and jetton  
contrivance 6 with video panel 7, on which at first image 8  
is formed by the insertion of the image on the cinescope.  
The player grips the knob 9 of the control device and moves  
cylinder 10 in coaxial 11 integral with the play device by  
120 means of a piece 12. This movement is limited by opening 13  
through pin 14 integral with 10 and fitted in it. The said  
pin bears insertion 15 operating on the system of the four  
micros 16, 17, 18 and 19 fitted on base 20 of the support.  
For controlling the throw, pushbutton 21 has to be pressed in  
125 its seat 21; after having overcome the spring 23 resistan-  
ce, rod 10 advances pressing micro 24 supported by bracket.  
25. In particular, part 12 is supported by base 26 integral  
with the playing device. With reference to the wiring diag-  
ram, 27 is control signal common to both right knob 2 and

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130 left one 1; 28 is the control signal common for knobs 3 and 4  
right and left; 29 is the control signal common to the four  
microswitches of the throwing pushbutton 21 for all the four  
knobs. The seven ducts 30 are the control signals of all pos-  
sible combinations for the movement of the team component on  
135 the playground. According to a version, the game device empl-  
oys a couple of bases 31 and 32 with a pair of columns 33 a-  
nd 34. These columns penetrate into the coaxial cavities 35  
and 36 and foresee bores at different heights in order to  
permit, by means of their different positioning on the bores  
140 of the coaxial parts, to fit the device at different heights  
from the pavement. The integral condition can be obtained by  
means of pins 37 and 38.

In particular, by acting on one microswitch, the movement  
145 of the set of three components is obtained in a rectilinear  
way in trajectory direction, i.e. according to one of the  
four orthogonal directions or parallel to the sides of the  
playground. By pressing two adjoining micros, a trajectory  
with intermediate angle in respect to the orthogonal axes  
150 is achieved, of the previous system of movement. If both mo-  
vements are carried out in quick succession, a perception  
of the team component movement is obtained in a pivoting way  
respect to the motion of the component of the opposite team.

155 In practice the particulars of the execution, the type of  
the reference play, the form and typology of the mechanical  
controls, of the wiring diagram of the fixed component imag-  
es as well of those of the moving ones on the video panel  
may vary in relation.

CLAIMS:

- 1) Videoelectronic game between two players simulating a foot=  
ball match between two teams, characterized by the fact that  
the device allows to carry out games with perception of ball  
5 matches between two teams in which the high stimulus genera-  
ted by the agonistic factor and permitted by the mechanical  
control. is integrated by the silent features, automatism a  
nd visibility offered by the videoelectronic device.
- 10 2) Videoelectronic game between two players simulating a foot=  
ball match between two teams, as per previous claim, charact\_  
erized by the fact that its activation, if required with a  
jetton contrivance, determines the apparition on the cinesco  
15 pe of the image concerning the game panel and in succession  
the ones of the dynamic components entering the playground  
and reaching the starting points.
- 3) Videoelectronic game between two players simulating a foot\_  
20 ball match between two teams, as per previous claims, charac\_  
terized by the fact that the game phases are composed by the  
two gamers with mechanical control who have the sensation of  
personally contending the ball. In a preferred version, the  
team can be controlled by means of a knob pair fitted on one  
25 side.
- 4) Videoelectronic game between two players simulating a foot\_  
ball match between two teams, as per previous claims, charac\_  
terized by the fact that the knob moves, in a coaxial seat,  
30 a small cylinder which orthogonally bears an integral pin  
passing into the opening of the said seat and acting as a  
movement limiting eyelet. The impulse transmission of the  
control to the electrical installation is allowed by an in  
serted part integral with the pin, which alternatively ope-

35 rates on a system of four microswitches fitted around the  
upper edge of the opening and connected to the installation.  
The mechanical control permits to this inserted part eight  
direction variables, four of which for either longitudinal  
or transversal displacements activate only one microswitch  
40 and preset the image concerning the ball to move according  
one of the directions orthogonale to the game plane, and oth  
er four for turning displacements bring to activate two ad  
joining micros and preset the image to move according direc  
tions and angles intermediates to the previous ones.

45 5) Videoelectronic game between two players simulating a foot  
ball match between two teams, as per previous claims, charac  
terized by the fact that the motion control is by pushbutton  
fitted on the knob for the phase synchronism. By acting on  
50 the pushbutton, its underlying reversed truncated -cone sha  
ped part is lowered and by slanting walls in adherence lets  
the small cylinder to advance on a microswitch in axial po  
sition which closes the relevant circuit and, by retention,  
brings again the small cylinder in position.

55 6) Videoelectronic game between two players simulating a foot  
ball match between two teams, as per previous claims, charac  
terized by the fact that the version foresees the pair of kn  
obs 1,2 and 3,4, with table 5 and jetton contrivance 6 with  
60 video panel 7, on which at first image 8 is formed by the in  
sertion of the image on the cinescope. The player grips the  
knob 9 of the control device and moves cylinder 10 in coaxial  
11 integral with the play device by means of piece 12. This  
movement is limited by opening 13 through pin 14 integral wi  
65 th 10 and fitted in it. The said pin bears insertion 15 oper  
ating on the system of the four micros 16;17,18 and 19 fitte  
d on base 20 of the support. For controlling the throw, push



button 21 has to be pressed in its seat 21; after having overcome the spring 23 resistance, rod 10 advances pressing micro switch 24 supported by bracket 25. In particular, part 12 is supported by base 26 integral with the playing device.

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7) Videoelectronic game between two players simulating a football match between two teams, as per previous claims, characterized by the fact that with reference to the wiring diagram: 27 is control signal common to both right knob 2 and left one 1; 28 is the control signal common for knobs 3 and 4 right and left; 29 is the control signal common to the four micro switches of the throwing pushbutton 21 for all the four knobs. The seven duct 30 are the control signals of all possible combinations for the movement of the team components on the playground.

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8) Videoelectronic game between two players simulating a football match between two teams, as per previous claims, characterized by the fact that according to a version, the game device employs a couple of bases 31 and 32 with a pair of columns 33 and 34. These columns penetrate into the coaxial cavities 35 and 36 and foresee bores at different heights in order to permit, by means of their different positioning on the bores of the coaxial parts, to fit the device at different heights from the pavement. The integral condition can be obtained by means of pins 37 and 38.

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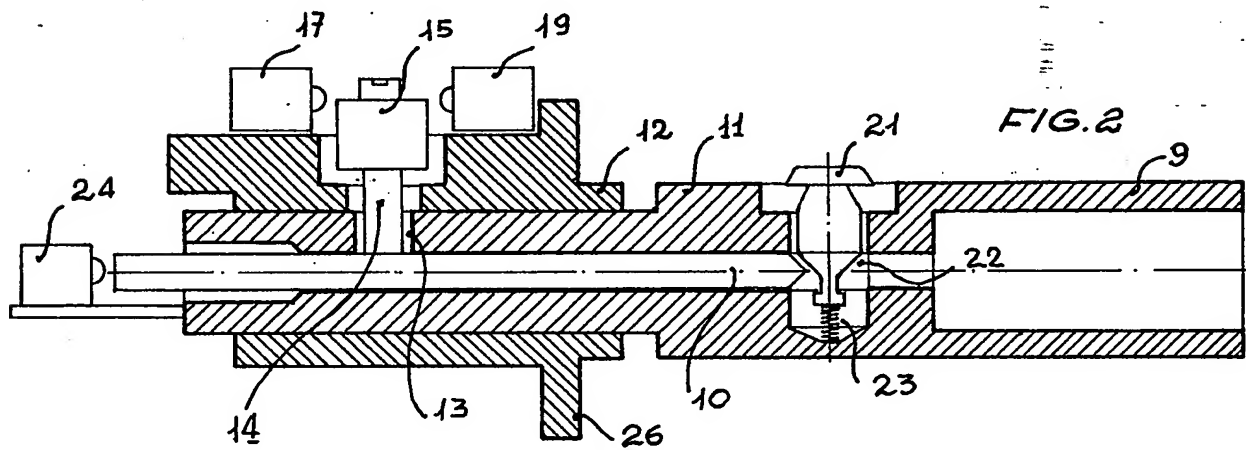
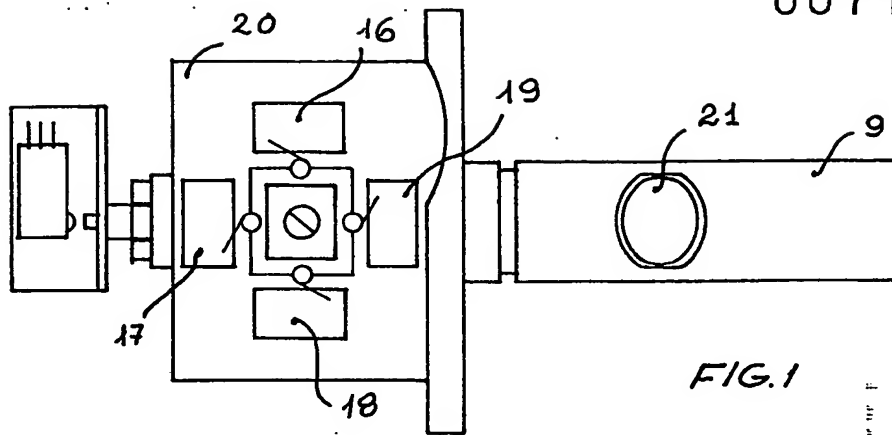
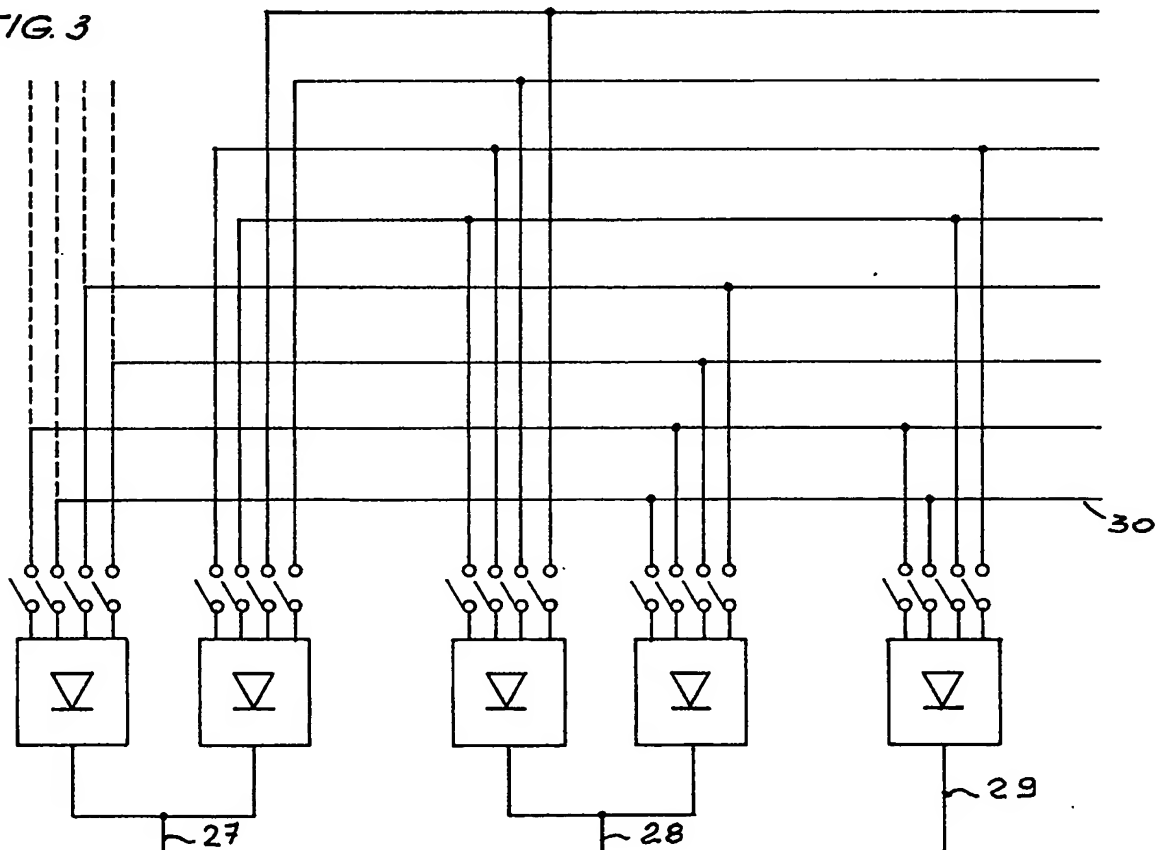


FIG. 3



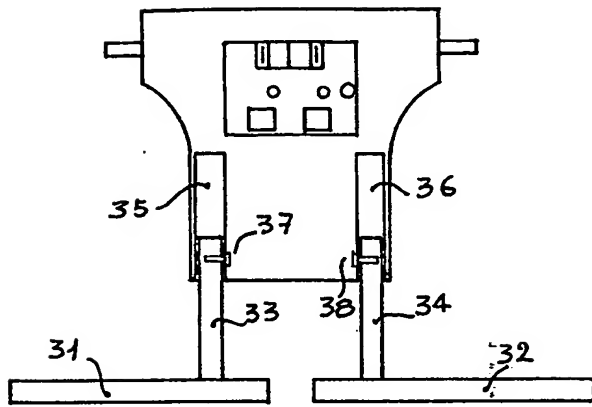


FIG. 5

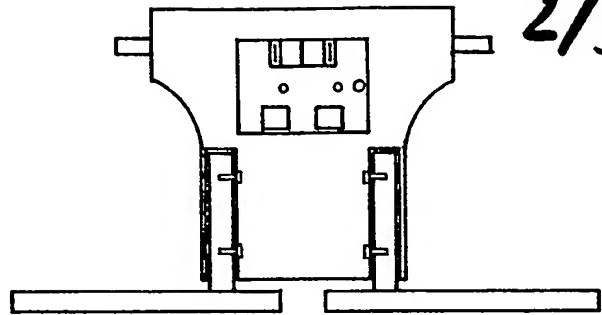


FIG. 6

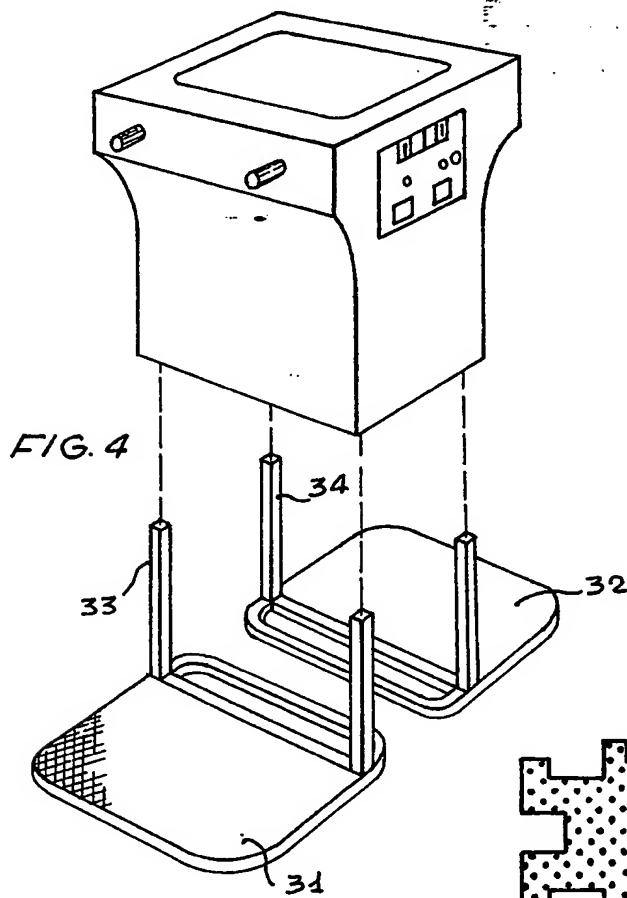


FIG. 4

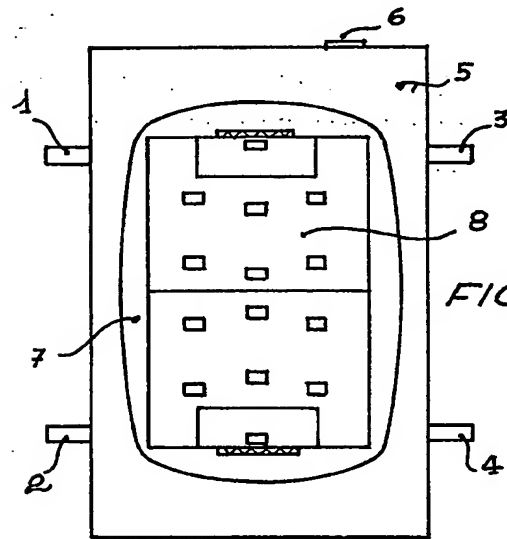


FIG. 7

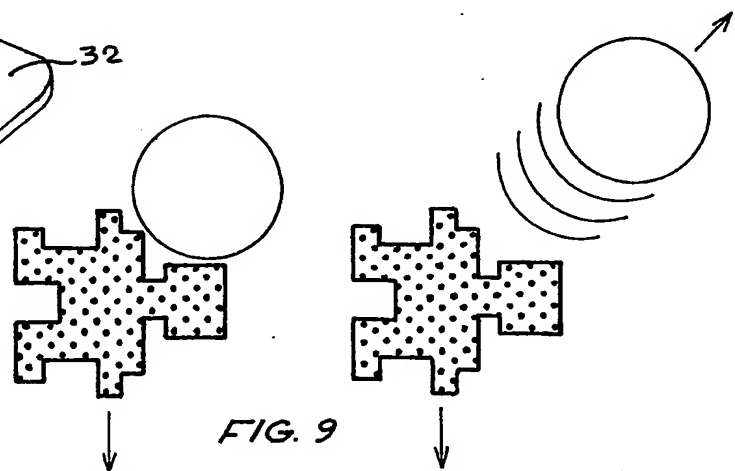


FIG. 9

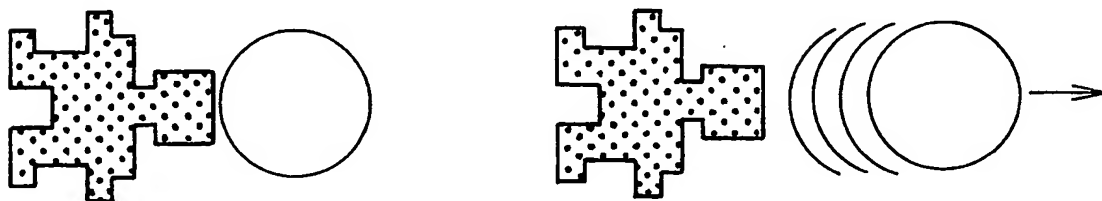


FIG. 8

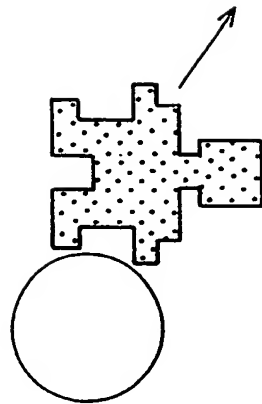


FIG. 10

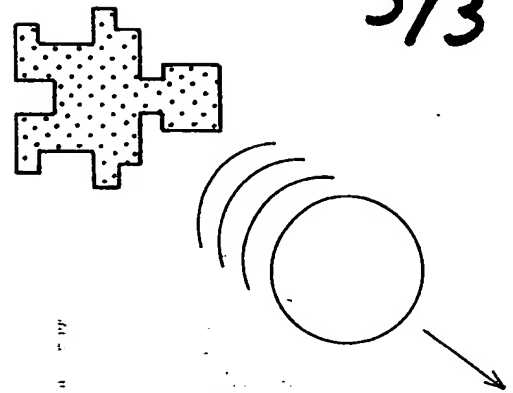


FIG. 11

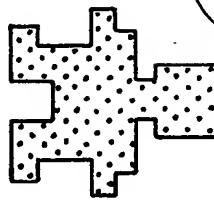
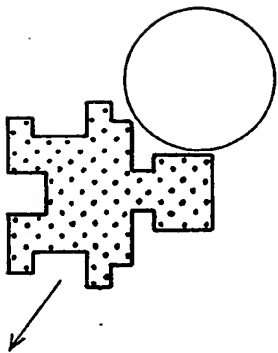


FIG. 12

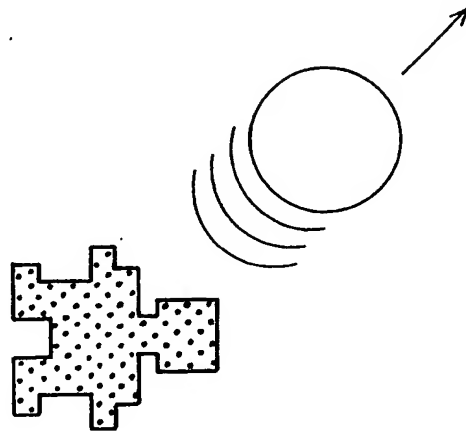
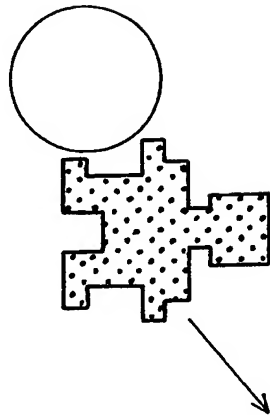
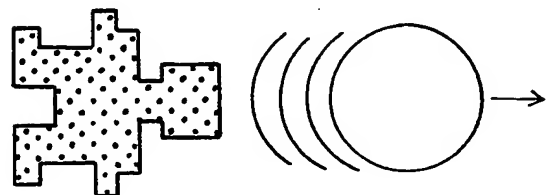
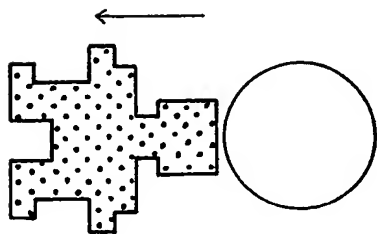


FIG. 13



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